

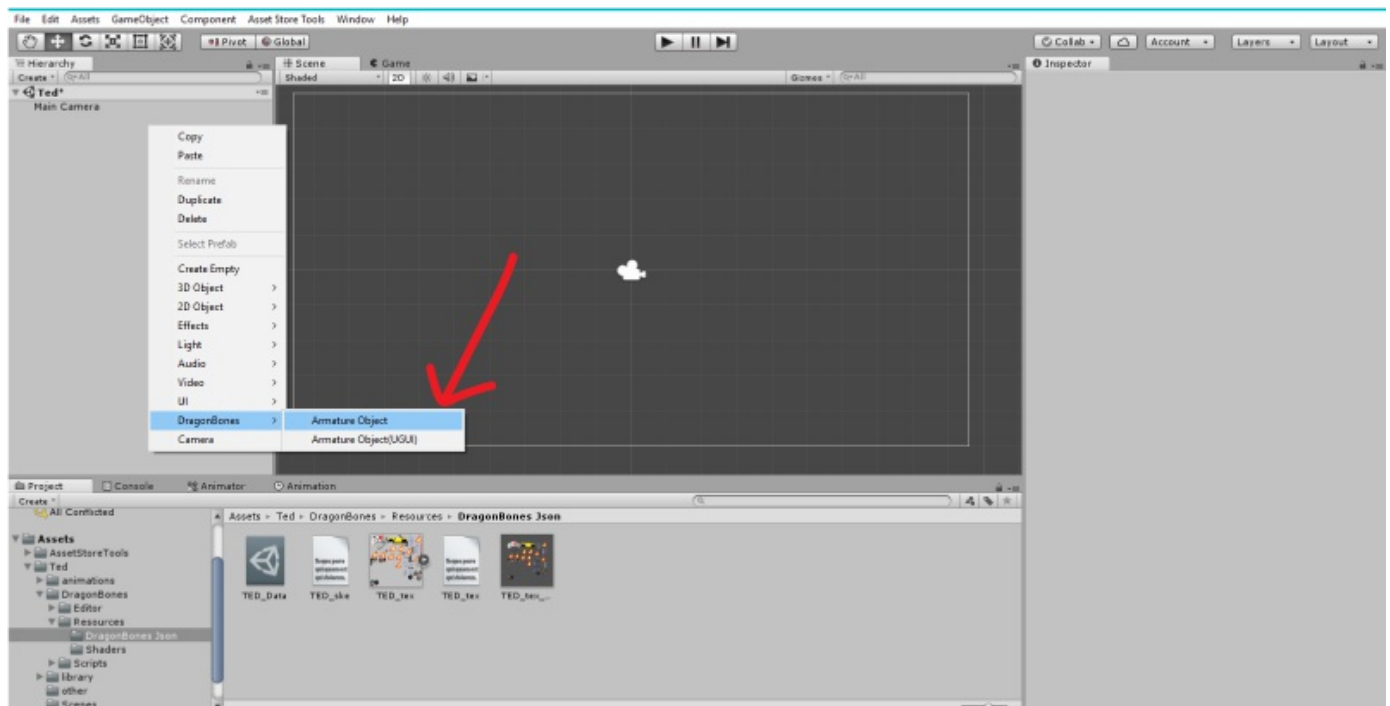
Quick Guide to get started with DragonBones character in Unity

Download DragonBones Plugin for Unity [here](#)

[DragonBones Unity Plugin](#)

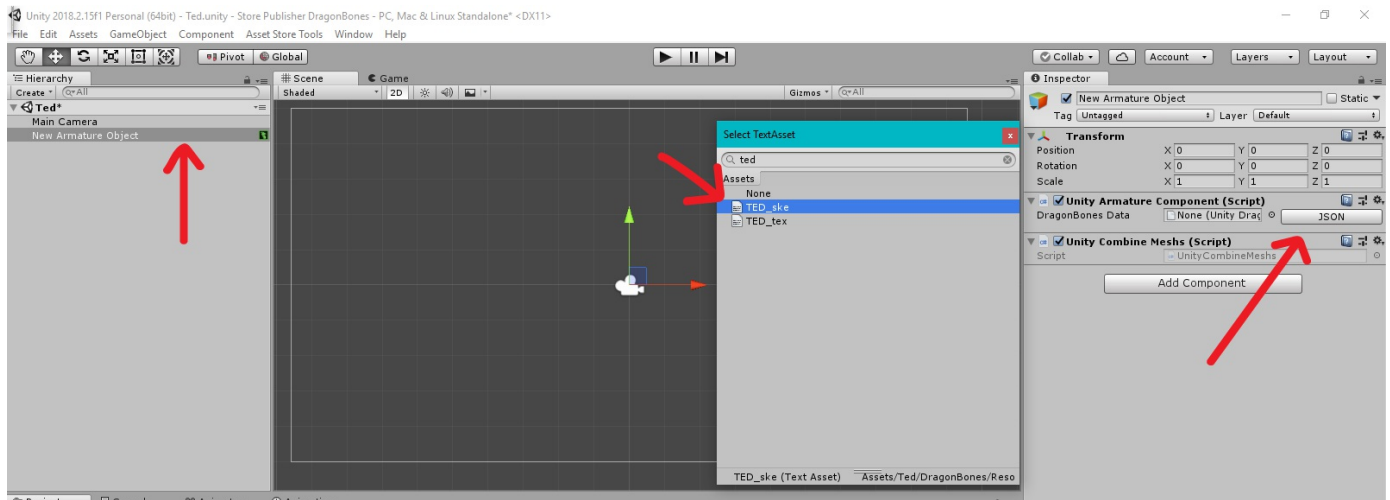
Follow the steps provided in the link for how to setup DragonBones plugin for unity

Go to the hierarchy panel and open the context menu via RMB.

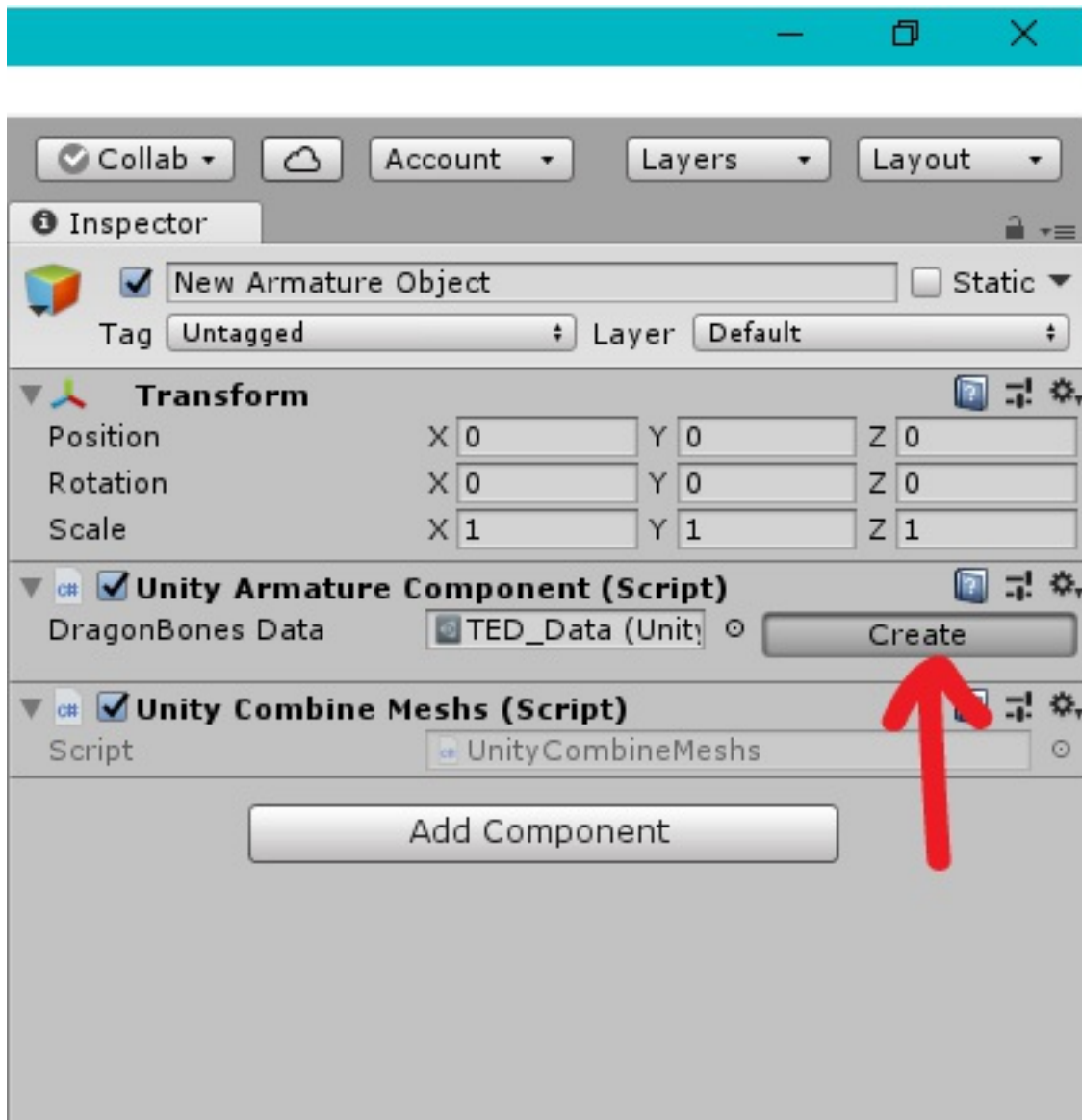


Navigate to DragonBones>ArmatureObject. This will make a new empty ArmatureObject on the scene. Select the armature object from the hierarchy panel. On the Inspector panel you will see “Unity Armature Component Script”. Click the button named “JSON”. It will open a new

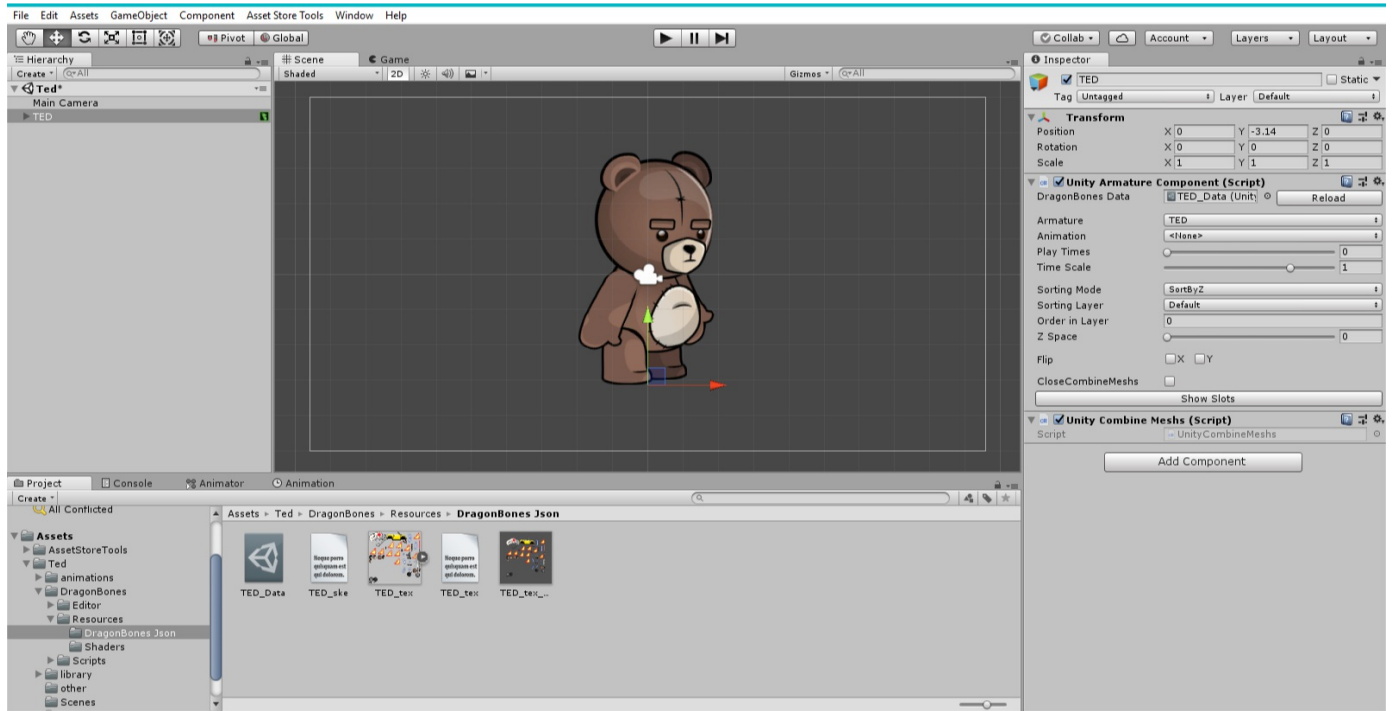
window where you now have to select the json data exported from DragonBones.



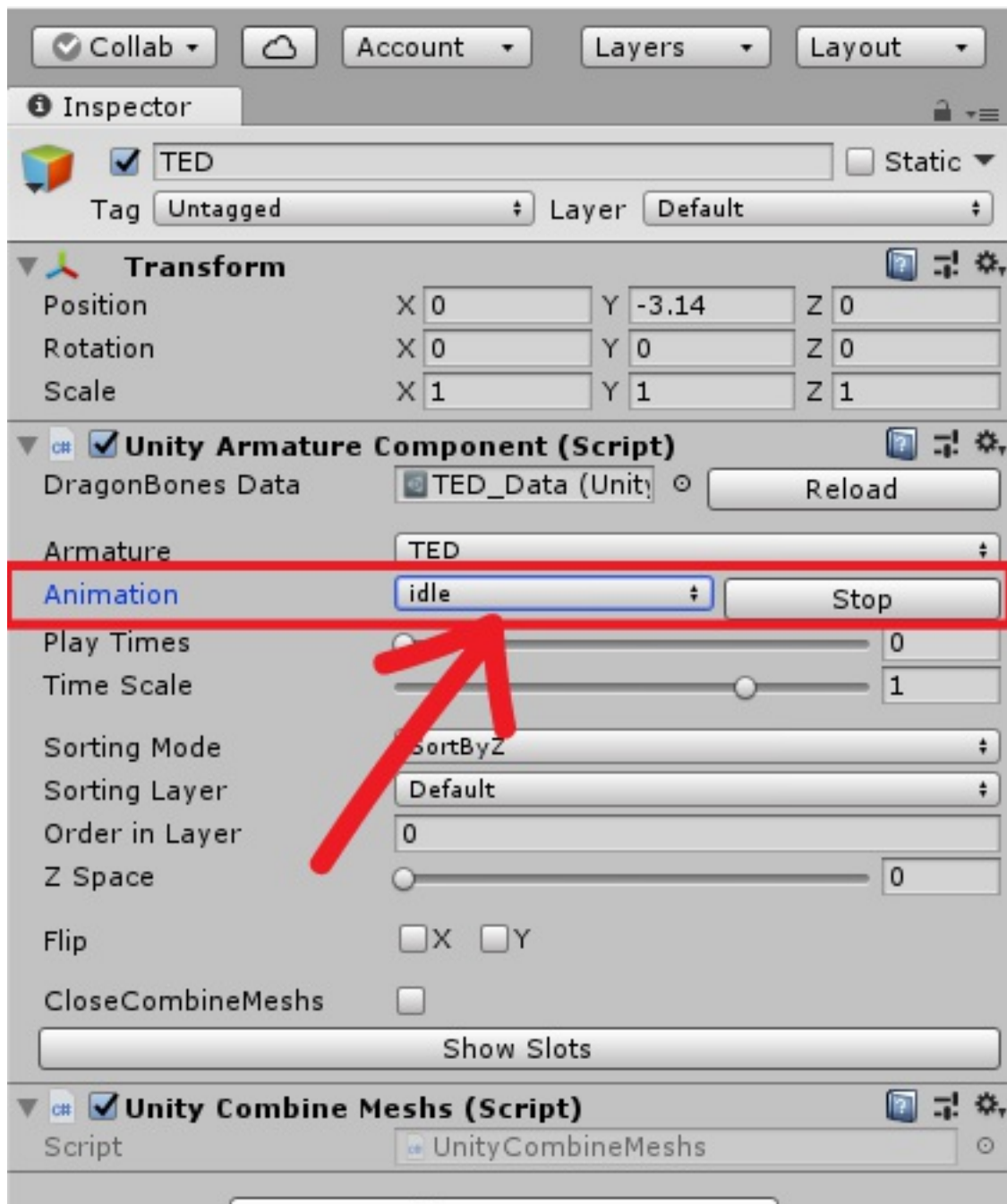
When you selected it click the “Create” button.



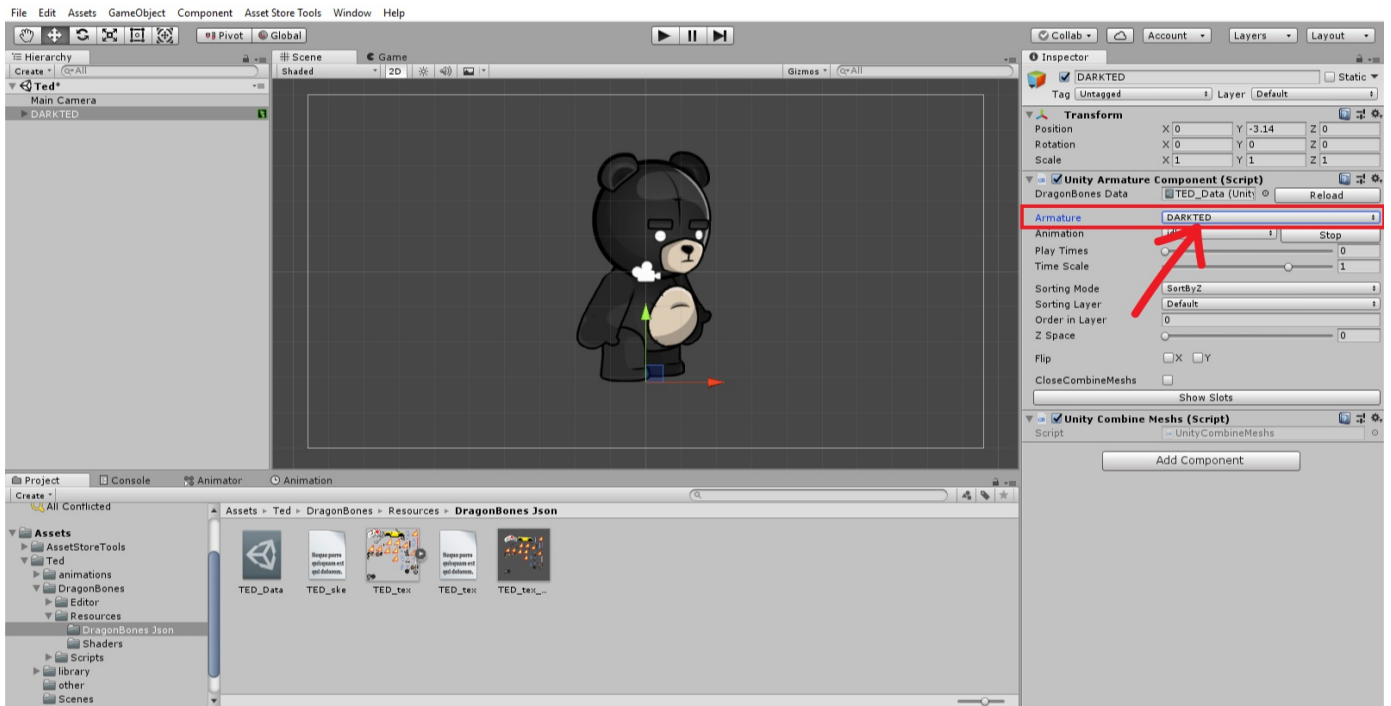
That will fill up the empty armature with your character data.



Now you can switch between animations as shown below.



You can also switch between different available Armatures (skins) as shown below



Other Useful Links

[Video Tutorial - DragonBones For Unity](#)

[DragonBones Homepage](#)